

The Diplomacy Tribune ©1990

June 1990

Number 15

Atlanticon '90

By the time you get this it will probable be too late to beat the pre-registration deadline of June 23rd, so if you want to go, instead of \$14, you'll have to pay \$18 for all three days, or one day for \$10.

There will be a Diplomacy tournament Saturday that requires that you pre-register, but there will also be flea-markets, dealer booths, open gaming, and plenty to do.

So... contact;

Atlanticon '90
P.O. Box 15405
Baltimore, MD 21220

and I'll see you at the Convention Center
July 13-15th.

Peristroika

The Trib's fifth game, and second varant, will be a game of Larry Cronin's design called *Peristroika Diplomacy* or *Arbitrage Dip*. This issue contains the rules for the third and most current revision, which is what we will be running.

Although it looks a little tedious to GM, I don't believe it's much more complicated to play. In fact it's one of the most interesting and original Diplomacy variants I've seen.

Game Openings

Donna
Gunboat
Need 6 players

Ed
Peristroika
Need 6 players

Deadline all games

June 30th, 1990

stuff

If you are getting the Trib later than you normally do, it's probably due to the fact that very nearly everyone decided to wait until the last minute to call in thier moves. The deadline will continue to be the last day of each month, regardless of when the moves come in. From this point on, an *NMR* will cost one issue off your subscription in addition to the penalties stated in the houserules.

Note that Mr. Kays has been replaced in 'Barb' by Mr. Kirk because Mr. Kays has now missed his second deadline. Mr. Kirk's address can be found in issue #14's address list.

New and re-subscribers to the Trib will note that the Subscription Form no longer shows a yearly rate. The price is the same, you decide how many issue you want to get and send that many dollars; note also, you get the number of issues you pay for regardless of how many months that may span.

Please do not leave move orders for me on the *Prodigy System*. I don't call the thing that much, and personally don't thing it's such a big deal, unless you're a compulsive mail-order shopper. I see it as high-tech-boring.

So, till next issue . . .



SOVEREIGNTY

A Game of Contemporary Geopolitical Confrontations

By: Bernie Oaklyn

The fog of a dark night engulfs the planet Earth as communications between once mighty nations seems to be dwindling ... slowly dwindling. The clatter of the sword and the splash of large warships into a foggy sea add to sounds of commercial movement of goods between the nations, urbanizations of provinces, and the further manufacturing of goods and the war machine.

You, the leader of your Nation, now a Region of once larger powers, busy yourself with the positioning of vital goods necessary to feed your people and support your military. Trade is established with other Regions in an effort to provide what the provinces of your Region can not yet produce.

You tax your provinces, sell goods retail and at market, and improve your provinces to increased value. Your Region then may invest this revenue in a variety of military and economic options as you attempt to secure the policy objectives established for your Region.

As you pursue these objectives, you discover situations where cooperation and conflict with other Regions will tax the diplomatic and military skills of your politicians and field commanders. You do what you must to survive a potential nuclear holocaust and prevent military takeover of your provinces.

The game is played with 16 players, those representing the major powers, known as Regions. Minor powers, the neutrals, are not represented by players. The game is monitored by a Marshall (one of the players, periodically appointed by the players), and utilizes three Tribunes to settle disputes (three of the players, periodically appointed by the players).

At the start of the game, each player is given a starting Gazette which lists the provinces under the Region's control, the value of those individual provinces, and the goods available in those provinces. The provinces may be normal terrain or severe terrain; some might have operating ports from which commercial shipping, commercial fishing, and military shipping arrives and departs.

In addition, each Region is given a list of various military units (Infantry, Airborne Infantry, Airmobile Infantry, Mechanized Infantry, Armor, Stationary Militia, Insurgents, Guerrillas, Artillery, Headquarters Units, Missiles, Air Bases, Amphibious Transports, Minor Surface Warships, Major Surface Warships, Submarines, Aircraft Carriers, Tactical Aircraft, Strategic Aircraft, Long Range Nuclear Weapons, Medium Range Nuclear Weapons, Anti-Ballistic Missiles, and Chemical Weapons), most of which are placed by the player.

The basic goods, such as: steel, consumer goods, heavy industrial goods, housing, education, foods, and various forms of energy ... are moves, traded, and used to produce more advanced goods and products. For example, education is necessary to produce technology; technology is needed to produce industrial centers; timber, steel, and cement are needed to produce housing for the population; technology and non-ferrous ores are used to produce nuclear power; ferrous ores are needed to produce steel; steel is needed to produce armor and warships.

The time is now. The place is Earth. Political intrigue engulfs the globe in a fire hot enough to cause the sudden downfall of large Regions, and the sudden growth of lesser Regions. Join us in a game of Sovereignty and apply those skills you already have, and develop skills you never thought existed, as you conduct diplomacy with 15 other players in your efforts to contain the balance of power on Earth.

Sovereignty is a Game of Contemporary Geopolitical Confrontations designed by D. Craig Silvius and Bruce A. Berchtold, copyright 1989. Write to D. Craig Silvius at 111 Old Derry Road, Londonderry, NH 03053, or to Bruce A. Berchtold, 39 Boyd Road, Londonderry, NH 03053. Please note the advertisement for this game in this issue of PAPER MAYHEM.

PERESTROIKA DIP III (AKA Arbitrage Dip)

SAME BOARD, TACTICS, NATIONS, PROVINCES, SUPPLY CENTERS, and NUMBER OF PLAYERS. The only rule changes are below:

1) "BLOCKS" are added to represent an infrastructure which in turn generates the economy (GNP). Each SUPPLY CENTER in 1900 has THREE BLOCKS. These blocks generate a value of ONE POINT EACH per year, i.e. three points per supply center initially. A nation's POINTS are totaled each year yielding a GNP.

2) GNP can be SPENT each year on buying or maintaining fleets and armies (which cost THREE points to build and three points each per year to maintain thereafter), OR it can be RE-INVESTED, i.e. spent on infrastructure (to buy more blocks).

3) BLOCKS cost THREE POINTS each to build and nothing thereafter. These are placed in any of a nation's supply centers. Points not spent are put in a TREASURY (described below.) NOTE: The investment scheme which underlies the building of blocks is one that yields 33% on investments (blocks) per year.

4) STARTING UNITS: 1900 starts without any armies or fleets, but each supply center has 3 blocks yielding 3 points each. Players decide how they want to spend this in Winter 1900. This reflects the reality that some nations never had fleets and some may not have had to militarize. (Winter '00 and '01 are separate seasons.)

5) PLAY otherwise begins as usual. In the fall of each year ONE POINT is earned for each building block in each supply center possessed. The number of blocks occupying any given supply center is signified after each center's name, e.g. LPL-5, etc. The sum total is the GNP. For example, if in Fall 1905 England owns the following centers with their respective numbers of BLOCKS: LPL-10, LON-5, EDI-7, DEN-3, NOR-5, BEL-1, then the GNP is 31 points. This may purchase up to 10 new building blocks or build or maintain up to 10 armies and fleets (units) for three points each and still leave points to add to the TREASURY. Points may accumulate in the treasury from year to year, or be sent to another player as LOANS, GIFTS, or TRADE.

To repeat, each army and fleet costs THREE POINTS per year. POINTS not spent on military can be used to purchase BLOCKS (for THREE POINTS each) in any of the supply centers a player possesses. Those points not spent are put in the TREASURY.

6) THE TREASURY can hold points indefinitely and resembles liquid assets. The blocks reflect non-liquid investments. The liquid assets may also be loaned or given to other nations at any time. Repayment is as reliable as the word of other players.

7) THE TRANSFER OF POINTS is accomplished by simply telling the gamesmaster that such and such is given to so and so, and may be done at any time. It may be a gift or loan and is entirely on word of honor.

8) TRADE: When the transfer of points from one player to another is designated as TRADE, the receiving party obtains two times the amount sent. This yields the effect of PROFITABLE TRADE. No nation may trade more than its GNP in one year. Note: this investment scheme yields 100% profit. The gamesmaster publishes all loans, gifts and trade along with the moves.

9) OVERSPENDING is not allowed. If orders involve overspending, the orders written first are executed, while those beyond budgetary means are ignored. Thus the order of moves may be important.

10) NEUTRAL SUPPLY CENTERS put their income back into themselves as building blocks with extra points going in the national treasury.

11) THE RUBBLE RULE addresses the effect of an attack on a supply center. All warfare follows the usual dip rules. Supply centers which suffer an attack will lose as many building blocks as there are units attacking PLUS units supporting the attacks. One block will always remain. This yields effects of bombardment or naval blockade. If support was cut it does not count.

12) NATIONAL TREASURIES are NOT subject to the rubble rule. The treasury is located in the capital unless moved to another supply center. It is moved by simply telling the gamesmaster and costs one point to do so.

13) DISBANDING: To encourage peace and reflect reality, fleets and armies may be disbanded at any time, anywhere. This allows GNP to be spent elsewhere.

14) THE GOAL OF THE GAME is for a nation to dominate Europe, of course. This is determined by having a GNP equal to one half or more of all Europe's combined GNP.

Fall 1904 Moves

Moves

England (Lachik): F Nao-S F Ech-Iri, F Nth-Ech, F Ech-Iri, A Yor-Lvp
 Germany (Armstrong): F Bal-Hold, F Den-Hold, A Hol-S (E) A Yor-Bel,
 A Kie-S A Mun, A Mun-Hold, A Sil S A Mun
 Russia (Green): F Swe-Hold, A Pru-S A War, A Mos-Sev, A War-Ukr
 Turkey (Weiss): F Bla-Sev
 Austria (Diehl): F Bul(sc)-Con, A Boh-S A Gal-Sil, A Tyr-Mun,
 A Gal-Sil, A Rum-S Ukr-Sev, A Vie-Gal, A Ukr-Sev
 Italy (Santella): F Ion-Tun, F Gol-S F Spa, F Spa(sc)-Hold,
 A Pie-Mar, A Ank-Con, A Con-Smy
 France (Sweeney): F Bre-Ech, F Iri-S F Bre-Ech, F Por-Mao,
 A Bur-S A Bel, A Gas-Spa, A Bel-S A Bur

Board Status

England: units: F Nao, F Nth, F Iri, A Lvp (4)
 cntrs: Lon, Lvp, Edi, Nwy (4) **No change**
 Germany: units: F Den, F Bal, A Hol, A Kie, A Mun, A Ber (6)
 cntrs: Ber, Mun, Kie, Hol, Den (5) **Disband 1**
 Russia: units: F Swe, A Pru, A Mos, A Ukr (4)
 cntrs: Mos, Stp, War, Swe (4) **No change**
 Turkey: units: F Bla
 cntrs: O **Disband F Bla** (Turkey has fallen)
 Austria: units: F Bul(sc), A Sev, A Rum, A Gal, A Boh, A Sil, A Tyl (7)
 cntrs: Vie, Bud, Tri, Ser, Rum, Bul, Gre, Sev (8) **Build 1**
 Italy: units: F Spa(sc), F Gol, F Tun, A Mar, A Ank, A Smy (6)
 cntrs: Rom, Nap, Ven, Spa, Mar, Smy, Ank, Con (8) **Build 2**
 France: units: F Mao, F Bre, F Wal, A Gas, A Bur, A Bel (6)
 cntrs: Par, Bre, Por, Bel (4) **Disband 2**

Press

Ber-Vie: Next time I get Joe Santella and you get Bob Sweeney!
 Ber-Par: Why did you NMR out of France in D Major [Global Dipl], after
 telling me not to replace you?
 Ber-Lon: TAKE BELGIUM! TAKE BELGIUM! TAKE BELGIUM!
 GM-All: Well it's done, Mr. Weiss' Turkey has finally bought the farm,
 again! I haven't seen that long a death scene since silent
 movies! As per the house rules, Mr. Weiss' subscription will
 be extended by 3 issues because he stuck it out to the end.

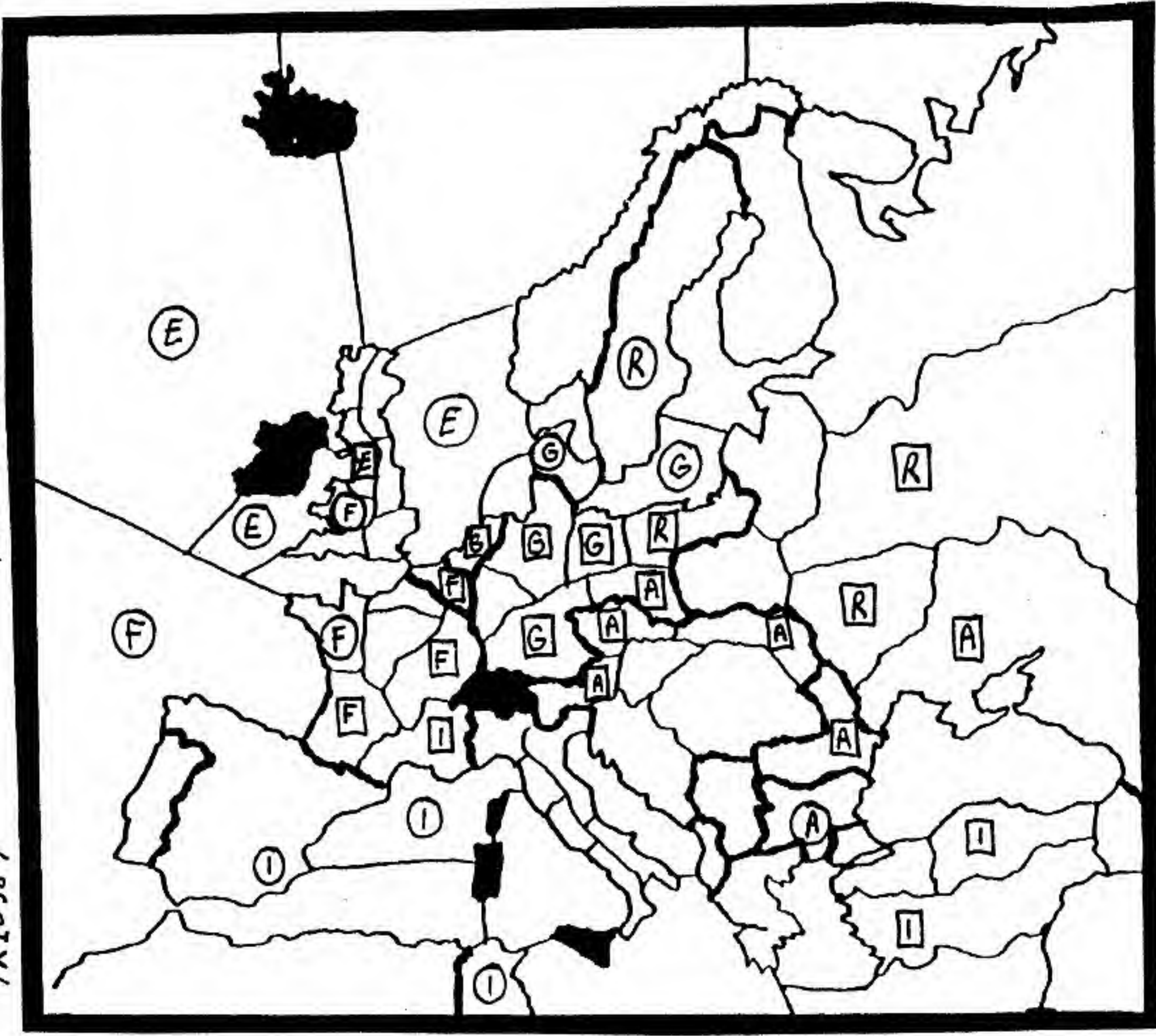
All players did not send in provisional builds, disbands, etc.

Due Next: Winter 1904 Adjustments

198913

"ABE" FALL '04

TR10589



First, get rid of all the loose stuff...

Fall 1903 Moves

Moves

England (Sweeney): F Nws-S F Nth, E Nts-S E Lon-Ech, E Nwy-S E Nth,
F Lon-Ech, A Bel-Hol [A Bel disbands]
Germany (Diehl): F Ska-S (R) F Swe-Nwy, E Den-Nth, F Hel-S F Den-Nth,
A Hol-S (F) A Bur-Bel, A Ruh-S A Hol
Russia (Renner): F Swe-Nwy, A Stp-S F Swe-Nwy, A Mos-Ukr, A Liv-War
Turkey (Schultz): F Bla-Rum, E Eme-Ion, E Ion-Nap, A Sev-S A Rum-Ukr,
A Rum-Ukr
Austria (Wiess): F Gre-S (T) F Eme-Ion, A War-S (T) A Rum-Ukr,
A Gal-S A War, A Tri-S (I) F Alb-Adr, A Ser-S A Tri
Italy (Kirk): F Nap-Hold, F Alb-Adr, A Ven-Hold, A Tun-Hold
France (Ried): F Bre-Mao, A Par-Pic, A Pic-Bel, A Bur-S A Pic-Bel,
A Mun-Hold

Board Status

England: units: F Ech, F Nth, F Nwg, F Bar (4)
cntrs: Lon, Edi, Lvp (3) **Disband 1**
Germany: units: F Ska, F Den, F Hel, A Hol, A Ruh (5)
cntrs: Ber, Kie, Den, Hol (4) **Disband 1**
Russia: units: F Nwy, A Stp, A Liv, A Mos (4)
cntrs: Mos, Stp, Swe, Nwy (4) **No Change**
Turkey: units: F Rum, F Eme, F Ion, A Sev, A Ukr (5)
cntrs: Con, Ank, Smy, Bul, Rum, Sev (6) **Build 1**
Austria: units: F Gre, A Tri, A Ser, A Gal, A War (5)
cntrs: Vie, Bud, Tri, Ser, Gre, War (6) **Build 1**
Italy: units: F Adr, F Nap, A Ven, A Tun (4)
cntrs: Rom, Ven, Nap, Tun (4) **No Change**
France: units: F Mao, A Bur, A Bel, A Pic, A Mun (5)
cntrs: Par, Mar, Bre, Spa, Por, Bel, **(7)** **Build 2**
MUN

Press

Bud-Smy: "Catch a falling Tsar and put it in your pocket..."

The French Premier sends greetings to the illustrious King of Italy to reassure him that the Franco-Italian alliance is inviolate!

Tur-Siberia: A public announcement to the peoples of the cold north, that I will stand by my alliance with my Austrian neighbor until he does something to change my mind. Disinformation & anti-Austrian propaganda will not work. But don't stop trying; that's what make life worth living. [gulp]

Bud-Rom: We appreciate the NMR, next time please notify us of your intentions so we can utilize the opportunity to stab you while you are down.

The French Republic salutes the English King & asks why he requested me to move to the English Channel to fake a war last turn when he does not allow me in?

From the Anonymous Mucksucker: As per agreement, the French will move into Belgium & has struck a bargain with the Hun.

Aus-West: Belgium sure must be a nice place to visit, would someone invite me over?

Bud-Ber: Beware the wine drinkers!

Aus-Rom: "Olley, olley, in free!", or is that "Here I come, ready or not!"? I never could remember the rules to these games!

Emperor-Kaiser: How about those DMZ's, do they apply to those Germans in the Tricolor tanks?

Emperor-King Louis: Bien vu a la Mun; comprende?

Emperor-GM: That is correct French tenses, is it not?

GM-Empy: I guess, looks tense enough to me.

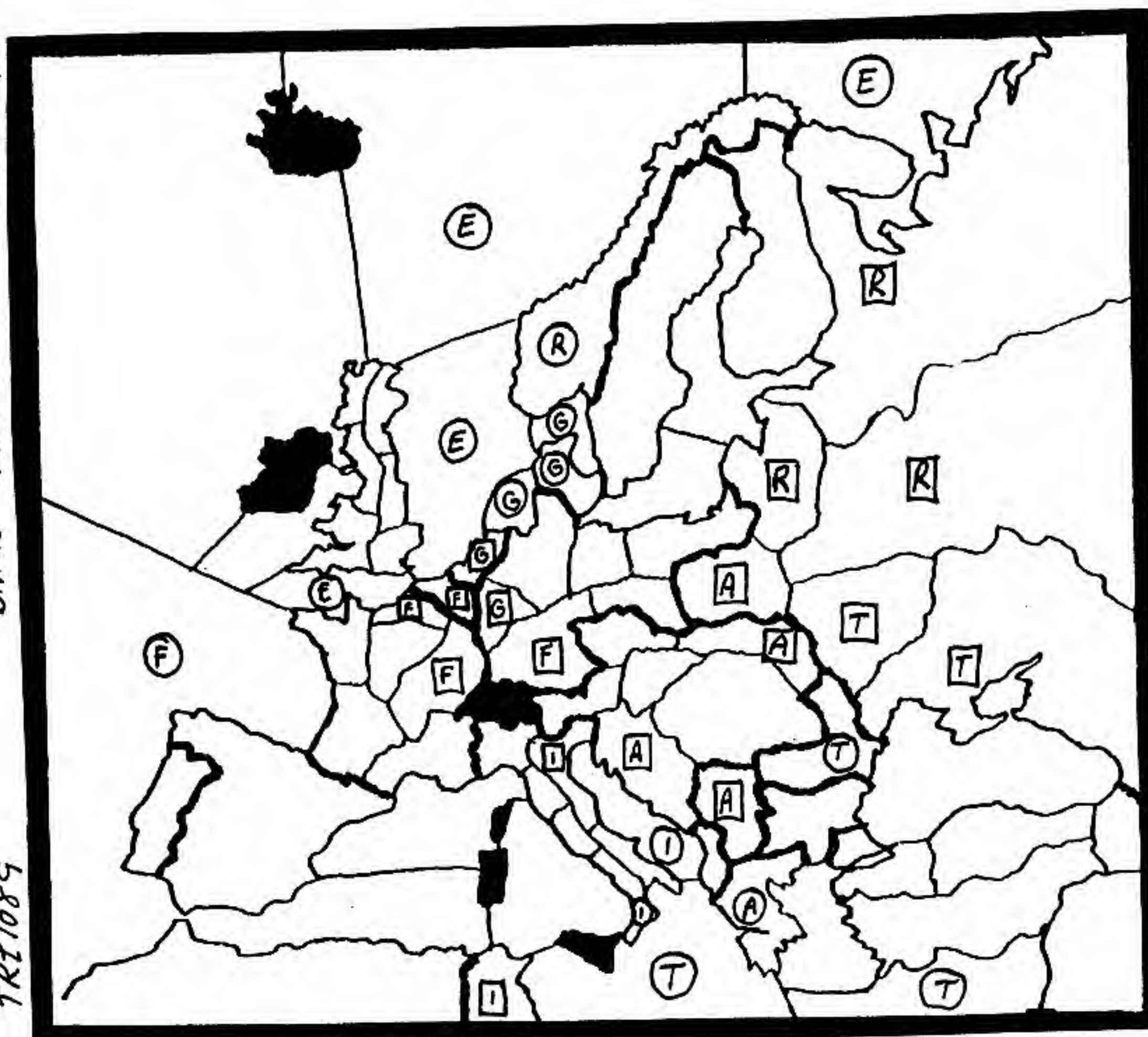
All players did not send in provisional builds, disbands, etc.

Due Next: Winter 1904 Adjustments

1989IQ

"BARS" FALL '03

TRI1089



FALL 1901 Moves

Moves

England (Oaklyn): F Nth-C A Edi-Bel, F Nwg-Nwy, A Edi-Bel
 Germany (Burgess): F Den-Hol, A Kie-Hol, A Mun-Ruh
 Russia (Renner): F Gob-Swe, F Sev-S A Ukr-Rum, A Ukr-Rum, A Stp-Nwy
 Turkey (Armstrong): F Ank-Con, A Bul-S (R) A Ukr-Rum, A Arm-Ank
 Austria (Johnson): F Alb-Gre, A Ser-S F Alb-Gre, A Tri-Hold
 Italy (Webster): F Ion-C A Apu-Tun, A Apu-Tun, A Ven-Hold
 France (Kirk): F Mao-Iri, A Gas-Spa, A Spa-Por

Board Status

England: units: F Nth, F Nwg, A Bel (3)
 cntrs: Edi, Lvp, Lon, Bel (4) Build 1
 Germany: units: F Den, A Hol, A Ruh (3)
 cntrs: Ber, Mun, Kie, Hol, Den (5) Build 2
 Russia: units: F Swe, F Sev, A Rum, A Stp (4)
 cntrs: Mos, Stp, War, Sev, Swe, Rum (6) Build 2
 Turkey: units: F Con, A Bul, A Ank (3)
 cntrs: Con, Ank, Smy, Bul (4) Build 1
 Austria: units: F Gre, A Ser, A Tri (3)
 cntrs: Vie, Bud, Tri, Ser, Gre (5) Build 2
 Italy: units: F Ion, A Tun, A Ven (3)
 cntrs: Rom, Ven, Nap, Tun (4) Build 1
 France: units: F Iri, A Spa, A Por (3)
 cntrs: Par, Bre, Mar, Spa, Por (5) Build 2

Press

Tuba-French Horn: Okay, so I stabbed you in the back, double crossed you, spied on you, passed false info to you & about you, lied to you & then swore I was telling the truth - But Mr. Horn - that was 10 years ago, you can trust me now...honest...I'm tellin' the truth.

Vie-Lon: Yeah, so I fell asleep, either way, you should write more pleasant letters, yours are not very nice.

Vie-Mos: England's letters may not be very nice, but yours are so boring they can only be used at the bottom of bird cages!

GM: Yipes! that PMS is a bitch!

Pope-Sinners: (that is England & Austria) Thou shalt not pass false press in the name of the Pope or thou shalt burn.

IstanBull: The Ayatollah has had a change of heart [I just wish he'd change his turban] The Czar's persistance to find a peaceful solution has convinced me we can work together.
 Demilitarization of the Black Sea is welcome.

Tur-Gm: Exams went well, thanks. Just watch out next year when I have senior comps and a recital!

Tur-All: Sorry I was unable to answer letters, I was in Europe [da real ting folks!]

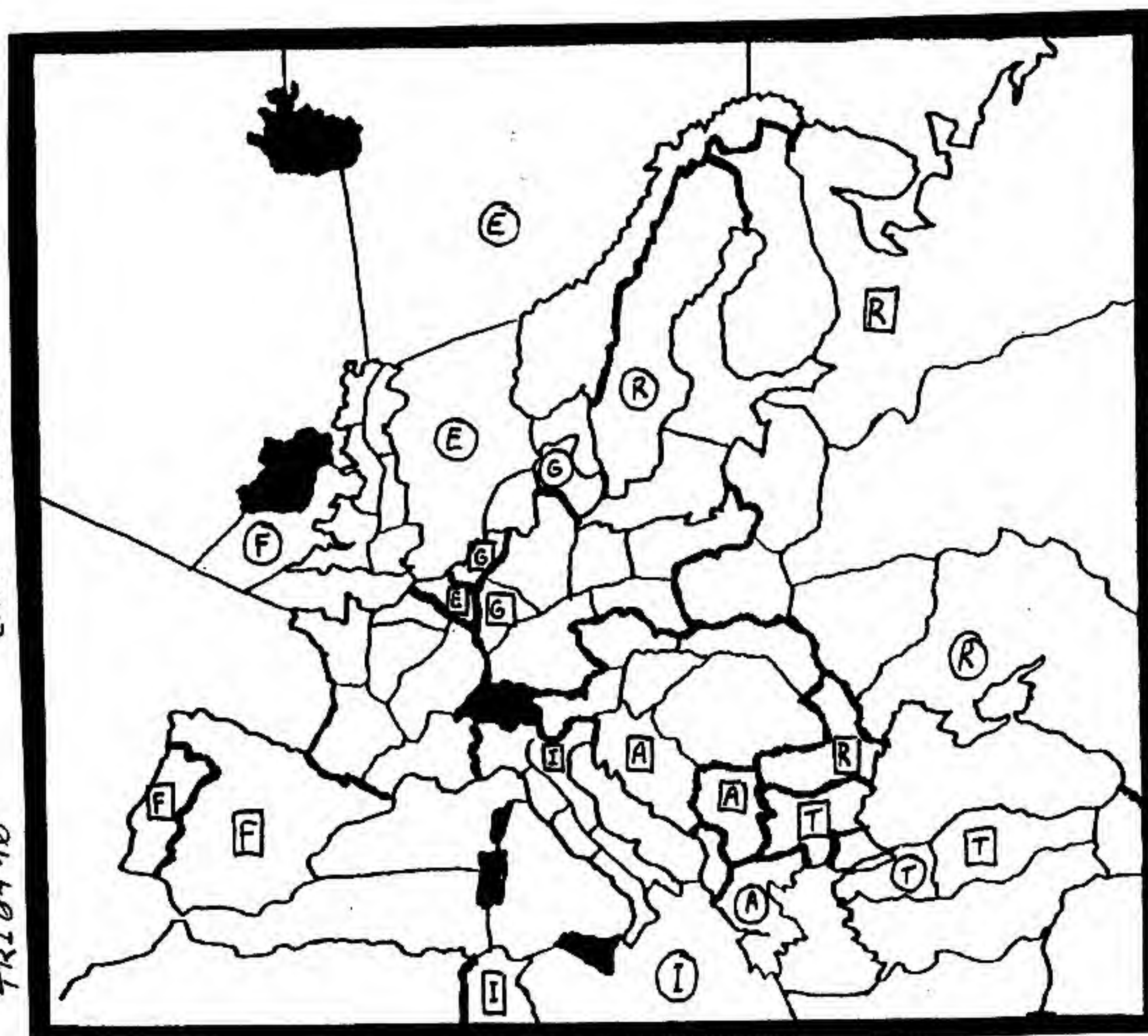
press continued on next page

Sorry guys, but a couple of folks didn't send in provisional builds, so...

Due Next: Winter 1901 Adjustments

"CARL" FALL 01

TR10490



Picture if you will, a simple game of Diplomacy. Seven players open the newsletter informing them of their game results, only to find enclosed inside, a ticket, marked "One Way to....
The Twilight Zone."

Press contd.

(Gravenhage, almost scraping the Kaiser's boots) The fog of war lay heavily over a sunlit land. Rain fell on a clear day as water raced down the beds of dry creeks. Elephants drank sand while wading in bottomless lakes. A hush was heard during a noisy stampede of absolute quiet. The battle was afoot as Russians fought Turks for supremacy of the Black Sea. Both victors lay dead at the feet of small children who kicked backs and faces of slain warriors, yelling, "How dare you disturb the tranquility of our beaches with floating bodies!" One would ask, "Just where will it all end?"

A small plane was heard overhead.

GM: My goodness! All my clocks have melted and are draped over rocks!

GM: I have to admit, I like this verse better than the first, it makes me want to trim back my beard, put on a beret and dark shades, and read it in a smokey basement coffee house while beating a bongo between sentences.

R
the
horrible

AND BELIEVE ME, THE AMOUNT OF
BACKSTABBING IS UNBELIEVABLE!



I WOULDN'T THINK THE BOSS
WOULD BELIEVE LIES AND RUMORS



WHO'S TALKING ABOUT
LIES AND RUMORS?



I'M TALKING ABOUT
BACKSTABBING!



B. Oaklyn

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Game Fees:

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Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____

If you wish to play in a game please select three **LETTERS** for your
passcode. **DO NOT USE YOUR INITIALS.**



Make Checks payable to: Gerald Todd